

CINEMAWARE

Presents

LORDS OF THE **Rising** Sun™

PLAYER'S GUIDE

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Lords of the Rising Sun is based on the Gempei War in 12th century Japan. Read your manual for game background and strategy, and for information about the characters.

The object of the game is to capture all the castles and become Shogun. You cannot capture the Imperial Palace at Kyoto, nor any of the monasteries.

SYSTEM REQUIREMENTS

- Amiga 500, 1000, or 2000
- 1 or 2 disk drives
- Mouse

BACKUP COPIES

Make a backup of Reel 2. Play with the copy and store the original in a safe place. You cannot backup Reel 1.

Caution: *Do not write protect Reel 2; games are saved to this disk. If the disk is write protected when you try to save a game, the game you're saving will be lost!*

HARD DISK INSTALLATION

You can install *Lords of the Rising Sun* on your hard disk. There is a file, **StartLords**, in the S directory on Reel 1 that explains the procedure.

GETTING STARTED

Turn on your computer and monitor. At the Workbench™ prompt, insert Reel 1 into Drive 0 and Reel 2 into Drive 1 (if you only have one drive, wait for the prompt to insert Reel 2). The length of time it takes to load *Lords of the Rising Sun* depends on the amount of memory in your computer. The more memory you have, the longer the loading time. This is because the game takes advantage of larger amounts of memory, effectively creating a RAM disk.

Bypass the title sequence by pressing the left mouse button. This takes you to the Player Selection Screen. This screen shows you the faces of the two Minamoto brothers. Yoritomo is on the left and Yoshitsune is on the right. Slide the mouse left to highlight Yoritomo's name, right to highlight Yoshitsune's name. Once the name of the brother you want to become is highlighted, press the left mouse button to select him.

Note: To play a strictly strategic game, select Yoshitsune. Since he is the better warrior, you won't be required to participate in the arcade sequences (although you may do so, if you wish).

The game takes you to the "front yard" of your home castle. The cursor is in the shape of a folded war fan. Move the cursor over the banner at the left of the screen and your options appear at the bottom of the screen (this banner will be your menu throughout the game). Press the left mouse button when you see the option you want to select. If this is your first time to play *Lords of the Rising Sun*, select ENTER HOME.

Note: Any time you see the message TOUCH SWORD HILT TO CONTINUE, press either mouse button.

Inside your home castle is a council room. At the left of the room is your banner. The five banners on the center wall are replicas of the banners of the generals in the war. The first banner on the left is your brother's banner. Next to that is the Taira banner. The other three banners represent the Ronin.

A seppuku (suicide) sword is to your left, under the banners, and three shiriken (throwing stars) are on the table beside you. When you move the cursor over the sword, you have the option to COMMIT SEPPUKU. The shiriken represent the number of ninja assassins you have available for hire. Move the cursor over one of the banners on the wall to select an enemy to assassinate.

Note: Assassination is *not* an honorable act; if it fails, your only recourse is seppuku. The more experienced a general you are, the more likely you will succeed at eliminating your enemies this way.

When you exit your home castle and PREPARE TO MARCH, you go to the Map Screen.

MAP SCREEN

The Map Screen displays a map of 12th century Japan (similar to the map at the center of your manual). The cursor is in the shape of a Samurai sword. On the map are castles, monasteries, towns, ports, and movable armies.

At the bottom of the Map Screen is a window that displays game messages that relate to your generals. When a message concerning an encounter appears, you have approximately ten seconds to get involved; otherwise, the game continues without your intervention (see *Encounter Screen*). The exception to this is your character (Yoritomo or Yoshitsune); he won't make any decision without your intervention. When your character has an encounter, you automatically go to the Encounter Screen.

The messages are color-coded to help you keep track of whether or not they're strategically important to you.

White indicates arrival messages (YORITOMO ARRIVES AT EDO).

Yellow informs you of encounters (YOSHITSUNE ENCOUNTER).

Red lets you know a conflict is underway (OSAKA BESIEGED).

Orange indicates a city or castle has been taken by one of your generals (MIURA TAKES OSAKA).

Blue are messages of death or defeat (MORI HAS BEEN KILLED).

Green lets you know about victories (NORIYORI VICTORIOUS).

Purple describes action by generals outside of your control (SATSUMA FORMS ARMY).

Click and hold on a crane's head (on either side of the Message Window) to scroll the map left or right. While the screen is scrolling, all movement and time passage on the map is halted. Keep an eye on the activity at the left end of the map, since that is the territory of the Taira clan.

Time is in motion only when you're in the Map Screen. As the seasons change, so does the scenery (on the map and in the Encounter Screens).

Keyboard Commands

There are three keyboard commands available from the Map Screen.

- ↑ ↓ Use these arrow keys if the map isn't centered on the screen.
- S** This forces a summer display on the map, regardless of the season of the year. The seasons still change, but you won't see the changes on the map. Use this if you prefer the visual effect of the summer map over the seasonally changing map. Press S again to return to normally changing seasons.
- A** This speeds up the movement of time on the Map Screen. Press A again to go back to normal time. Normal time is automatically resumed whenever a message appears in the Message Window.
- ESC** This pauses the game and brings up an Option Screen with five selections.
 - Preserve History** – Click on this to save a game in progress to Reel 2. You must reboot to play again.
 - Continue the Fight** – Click on this selection to resume gameplay.
 - Launch a Rebellion** – Click on this to start a new game. If you make this selection, you can't change your mind and load a previously-saved game without rebooting.
 - Restore History** – This selection is only available when you first boot the game and a game is saved on Reel 2. Click on this to reload the saved game(the game is removed from Reel 2 when you load it, so be sure to save again before you quit playing).

End the Rebellion – Click on this to quit the game.

Banners

Each army is represented by a general carrying a banner. The colors on the banners illustrate the loyalties of the generals. Black banners with white markings are Yoritomo's men (black Minamoto); white banners with black markings are Yoshitsune's armies (white Minamoto); red banners are Taira clansmen; and grey banners are Ronin (independent generals who owe allegiance to no one). A gold top on a banner indicates Yoritomo, Yoshitsune, or the Taira leader.

The dots on the Ronin generals' banners indicate the armies they are friendly toward. Black dots indicate Yoritomo's friends; white dots demonstrate leanings toward Yoshitsune; and red dots show a Taira affiliation.

Starting Positions for All the Armies

The generals take up their positions at the beginning of each new game as indicated below.

Black Minamoto

Yoritomo at Kamakura
Miura at Mito
Yoshinaka at Maebashi

Black Ronin

Shizuka at Kagoshima
Hojo at Gifu

White Minamoto

Yoshitsune at Sendai
Satake at Akita
Noriyori at Yonezawa

White Ronin

Fujiwara at Moriaka
Tsunemori at Tokushima

Red Taira

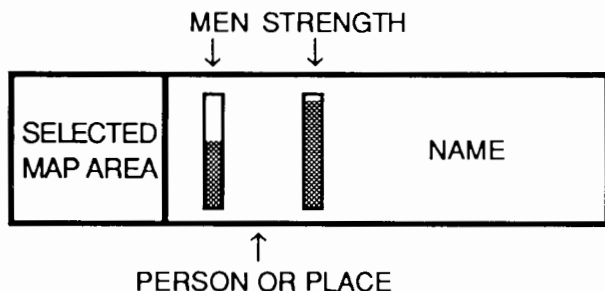
Kiyomori at Osaka
Munemori at Nagoya
Mori at Shimonoseki
Tomomori at Himeji
Shigehira at Matsue
Tadanori at Okayama
Shigemori at Kochi

Red Ronin

Ashikaga at Hiroshima
Takeda at Kumamoto

Gather Information

Place the cursor over a location or general and press the right mouse button. An Information Box pops up:



The left of the box shows the selected area of the map. The right of the box shows the name of the castle, town, monastery, or general in that area. Between the bars is a picture of the castle, town, monastery, or general. A flag above the picture lets you see whether Yoritomo, Yoshitsune, the Taira, or the Ronin owns the location or commands the army. The bars show the strength (health and supplies) and troop quantity for the indicated general or location.

Place the cursor over the name in the right of the box and press the left mouse button to see if more than one person is in a location. Keep clicking until you see all the information. If you want to go back to the map activity, move the cursor off the box and press the left mouse button.

You may participate directly in any one of your generals' activities

To get involved in an encounter or conduct a troop review, select one of your generals. When the Information Box pops up, click on the general's picture (between the MEN and STRENGTH bars) to see the Encounter Screen.

Movement

To move an army under your control, place the cursor over its general and press the left mouse button. Hold the button down, drag the general to the desired location, then release the button. You must move your general along a road to a location adjacent to his current position. If the general is at a location that has a port, you can move him to other port locations. When a general goes to sea, his banner changes to a sail and you see him travelling by boat. Once a man is on the road or on the sea, you can't change his direction; his course is set.

You don't have to wait for one of your generals to finish his move before moving another man. You can have all your generals on the road at once, if you like. If you have two generals in one location and you want to move a particular one, select the Information Box. Click on the generals' names until you see the one you want to move. Then, move the cursor to the general and move him; only the general you selected in the Information Box will move.

Strength is depleted as you travel. Water travel is faster than land travel, so travel by water whenever possible.

ENCOUNTER SCREEN

Messages in the Message Window and flashing banners on the map indicate encounters. An encounter in this instance can be anything from simply greeting another general to engaging in battle.

If more than one of your generals is in the same location, all their forces will be combined in the ensuing encounter. Remember, there is safety in numbers. Use the Information Box to select the general you wish to be the leader.

From this screen you can make several strategic decisions, depending on the circumstances. The cursor is in the shape of a folded war fan. Move the cursor over the banner at the left of the screen, and text describing your options appears at the bottom of the screen. Press the left mouse button when you see the action you want to perform.

Not all the Encounter Screen selections described are available in every situation. The selections you have depend on the circumstances of the encounter.

Review Troops

This selection lets you get a visual image of your troops; the number of soldiers onscreen is the actual number of soldiers in your army. If there are 90 soldiers onscreen, your army numbers 90 or more.

Move the cursor to a point just beneath the general's figure, and a message at the bottom of the screen says TROOP STRENGTH. Press the left mouse button and watch the general's arm; he waves it from one to five times to indicate the strength of your troop (one is low, five is high).

If more than one general is in the area, you can select NEXT GENERAL to review all your troops in the vicinity. You can also TRANSFER SKILLS.

Transfer Skills lets you take sword, archery, and sieging skills from one general and give them to another. When you select this option, two generals' names appear at the top of the screen, and both their armies are displayed. If more than two generals are in the area, you can select NEXT GENERAL and transfer skills between three or more of your men.

To make the transfer, move the cursor to a skill on the banner of the general you want take skills from, and click either mouse button. Each time you click, one skill point is transferred to the opposite general. The level of skills you can give a general is limited by the level of the most highly-skilled general involved in the transfer.

Example: You are transferring sword skills from Miura to Yoritomo. Yoritomo has a level of two and Miura has a level of four. You can only transfer two skill points from Miura to Yoritomo, giving him a level of four. You can't give Yoritomo five skill points, since your highest-skilled general (Miura) only has four to start with.

Since the skills of the general leading a battle or siege are the vital ones to the success of the endeavor, transferring skills is a good way to ensure that your top general has every advantage. You can also use this option when one of your subordinate generals is gaining more skill than you and you fear he may be ready to leave your service and become a Ronin.

Note: You can't transfer Imperial Regalia from one general to another.

Form Alliance

This selection lets you attempt to make an ally of an encountered general. If he accepts, his banner colors change to yours and he is under your command. He may refuse, with or without hostility.

Demand Surrender

When you approach an occupied castle, you can demand a surrender. If your forces appear fearsome enough, you may succeed in this effort.

Note: Taira castles never surrender.

Engage in Battle

Make this selection and a view of the battlefield appears onscreen. Your troops are arrayed against the enemy; the generals are on horseback. To start the battle, click once on your general (if you have good archery skills) or move your troops into position.

The cursor is in the shape of an arrow; this controls your archers. Press the left mouse button to draw the archers toward the cursor; press the right button to push them away from it. Press both mouse buttons together and the cursor changes to a sword; now you can control the swordsmen with the left and right mouse buttons.

If the battle looks grim, you can retreat. To do this, click on your general. Retreating lowers leadership ability.

If your opponent decides to retreat, you win the battle. The enemy general blows his battle horn to call his troops. If you wish to pursue them, click on the enemy general.

Horseback Pursuit As you gallop along on your horse, carefully avoiding rocks, bushes, and trees, you overtake the fleeing enemy foot-soldiers. Press the right mouse button to hack soldiers to your right and the left button to slash to the left. You can kill soldiers by running over them with your horse, but the horse may get spooked and throw you. If you do away with enough foot-soldiers, you catch up with the general himself. Kill him with your sword for great honor, or lose dignity and leadership ability (as well as risking great injury) by running him down with your horse.

Prepare to March

This selection mobilizes your troops and takes you back to the Map Screen.

Continue March

This selection takes you back to the Map Screen, unless you encountered a surly general who wants to fight. In that case, you can't leave until you do battle with him.

Take City

This selection lets you muster your troops and forcibly take over a city.

Siege Castle

This selection gives you the chance to break through a castle's defenses and take it over. You begin at the gates of the castle and have to hack your way through the heavy wooden doors with your sword. The left mouse button controls swordplay and the right button lets you shoot arrows. The speed of the sun at the top of the screen is the key to how much time you have to succeed. Each time you're hit by an enemy sword or shot by an enemy arrow, the sun moves more quickly. The sun will rise, then set. When the sun finally sets, your time is up. The more men in your army, the more time you have to take over the castle.

To take the castle, invade the Keep and eliminate the main guard (look for a helmet with a yellow symbol). The path to the Keep is identified by the gray stones that outline it.

Push the mouse to move north, south, east, or west (you cannot move diagonally). You only need to press once to walk continuously in the selected direction. To change directions, move the mouse in the direction you want to go. To stop, nudge the mouse in the opposite direction to the one you're heading. Keep mouse movements very small.

Stay out of the water or you will lose all your siege time and your army will suffer heavy casualties as a result. Only hack through wooden doors. Listen to the sounds your sword makes as you chop; if it sounds like metal on metal, you can't get through. Some of the more difficult castles may have secret passages. Bold experimentation is the only way to discover these places.

One of the Taira castles harbors a kidnapped Princess (the emperor's daughter). A message lets you know if you're sieging the castle where she's imprisoned. If you want to rescue her, find her *before* you invade the Keep, or the Taira will move her to another location. They will also move her if you let her get injured in the escape attempt.

Note: If Yoshitsune is your character, you must play the siege interactively in order to rescue the Princess.

RESUPPLYING

As troops travel over the map, strength is depleted. In battle, soldiers are often lost. Strength can be replenished at friendly castles, monasteries, and towns. Men can be acquired only at castles flying your banner. To resupply, let your general rest awhile at the selected location.

BESIEGED

When your castle is besieged, you stand in a window and shoot arrows at the invaders. A yellow dot gives you a focus point for your aim. Hold down the left mouse button to fit an arrow to your bow; release the button to fire the arrow. The number of enemy soldiers you kill this way reduces the number your samurai warriors have to defeat in the battle going on (out of your view) in the courtyard below.

NINJA ATTACK

Be on the alert for attacks by ninja assassins. Your enemies may hire these killers to sneak up on you when you least expect it. Control your sword with the mouse to block the ninja's shiriken attack.

IMPERIAL REGALIA

Possession of any of these four royal items increases your leadership ability. The Shrine of Hachiman is in Kamakura castle (Yoritomo always begins the game with this item in his possession, since Kamakura is his home castle). You have to search for the Sacred Scroll, the Sacred Sword, and the Princess.

SEPPUKU

This is the honorable way to lose the war. If you know there is no hope, you can retire to your home castle and end it all.

If a ninja assassin you hired is caught, he may "squeal," forcing you to commit seppuku to save your honor. In this case, the suicide is automatic — you can't go home again.

SKILLS & RATINGS

High skill levels improve your performance in several areas. But, your challenges are tougher when your skills are higher. Skill levels also affect your ratings at the end of the game.

Levels are numbered from 0 to 5 and are illustrated on your generals' banners.

Sword skills – Better sword skills improve your army's swordfighting ability in battle. Increase or decrease your sword skills in the Horseback Pursuit.

Archery skills – Better archery skills improve your archers' performance in battle. Increase or decrease your archery skills in the Besieged sequence.

Sieging skills – Better sieging abilities improve your ability to take over towns and castles. Increase or decrease sieging skills by sieging castles.

Leadership skills – Better leadership abilities improve your abilities to lead armies in battle and to make alliances. Increase or decrease leadership skills in battle.

ENDING THE GAME

If you capture all 19 castles, you win the game. If you die, you lose the game. Either way, you will see a screen showing your rating and depictions of the battles you fought.

There are 25 possible ratings; they depend on the levels of battle skills and leadership abilities that you built up during the game, as well as how many pieces of the Imperial Regalia you collected. Your rating is shown as one of five symbols.



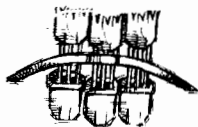
Peasant



Recruit



Soldier



General



Master

The color the symbol appears in signifies the level of your title. The levels, from lowest to highest, are: Blue, Purple, Red, Silver (Grey), Gold (Yellow).

MOUSE COMMANDS

Below is a quick reference to using the mouse when playing *Lords of the Rising Sun*.

Map

Left button on cranes' heads: *Scroll left or right*

Left button on your army: *Give orders to move*

Right button on your army/castle: *Bring up Information Box*

Left button on your general in Information Box: *Participate as that general*

Left button on names in Information Box: *Change names in window*

Bamboo Text Message

Either button: *Continue*

Review Troops

Left button: *Choose an option*

In Your Home Castle

Left button: *Choose an option*

Horseback Pursuit

Left button: *Swing sword to left side*

Right button: *Swing sword to right side*

Besieged

Left button: *Press and hold to load arrow; release button to fire*

Siege

Left button: *Swing sword*

Right button: *Shoot arrow*

Ninja Attack

Left button: ???

Battle

Left button: *Attract men toward the cursor*

Right button: *Repel men from the cursor*

Both buttons together: *Alternate between archer and samurai cursor*

Left button on general: *First horn — attack; second horn — retreat*

Left button on enemy general: *After he calls retreat, follow on horseback*

Option Screen

Left button: *Choose an option*